

# CompSci 94

## Camera Controls

### September 12, 2024



Prof. Susan Rodger

## Announcements

- Assignment 2 due on Tuesday, Sept 17
  - Storyboard
  - Alice program
  - Make a Video – talk about code, run
- How to Submit Assignment 2
  - Storyboard, Alice program, video → Canvas
  - URL for Video → Reflect form
- Coming– procedures for classes of objects, and properties.
- QZ06 due Tuesday by 10:05am

## Review – Parameters/Arguments

### Write the **tortoise kick** procedure

- It has three parameters
  - **itemKicked** of type **Prop** – the item to kick
  - **direction** of type **moveDirection** – the direction for the **itemKicked** object to move
  - **howFar** of type **DecimalNumber** – the distance for the item kicked to move



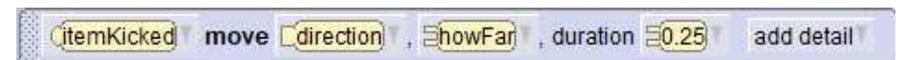
## Review

Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



## Review

### Defining instruction, using parameters

- Defining the instruction

```
declare procedure kick with parameters: Prop itemKicked, MoveDirection direction, DecimalNumber howFar
```

- Using the parameters in the kick code

```
itemKicked move direction, howFar, duration 0.25
```

## Review

### Defining instruction, Calling instruction

- Defining the instruction

```
declare procedure kick with parameters: Prop itemKicked, MoveDirection direction, DecimalNumber howFar
```

- Calling the instruction in myFirstMethod pass arguments to parameters

```
this.tortoise kick itemKicked: this.skull, direction: FORWARD, howFar: 5.0  
this.tortoise kick itemKicked: this.bowlingPin, direction: RIGHT, howFar: 10.0
```

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Call second time with different arguments!

## Q1. Camera Views

- How do you line up the animals in the front in a line?
- How do I make sure the animal behind the ogre is directly behind it?



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## Use 2D sideview for both

- Line up animals
- Move marchHare close to Ogre



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## Q2. Setup Scene

- What other views can you use beside Starting Camera View?

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- What other views can you use beside Starting Camera View?
  - 2D TOP view
  - 2D SIDE view
  - 2D FRONT View
  - Layout Scene View



### Q3. Camera Markers

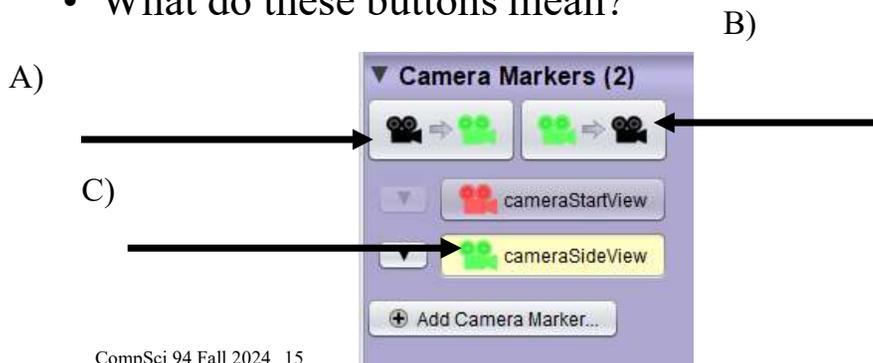
- How does one create a camera marker?
- How does one use a Camera Marker during animation?

### Q3. Camera Markers

- How does one create a camera marker?
  - Move camera to location.
  - Click on **add camera marker** in scene setup
  - Give camera marker a name.
- How does one use a Camera Marker during animation?
  - Use camera with **moveAndOrientTo** instruction to change a scene.

### Q4. More on Camera markers

- When do you add Camera markers?
- What do these buttons mean?



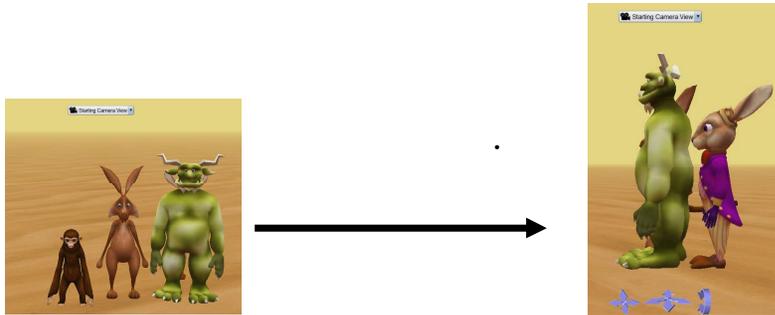
### Q4. More on Camera markers

- When do you add Camera markers?
  - LAST, after the objects are placed
- What do these buttons mean?



## Q5. Setting up a CameraMarker

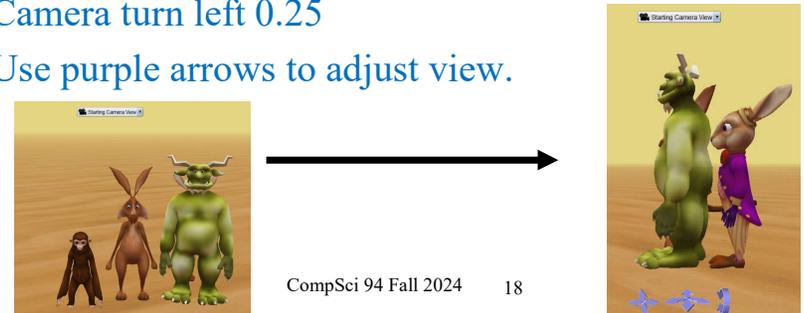
- How to setup camera marker for side view?
  - (give all the steps you would do)



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## Q5. Setting up a CameraMarker

- How to setup camera marker for side view?
  - Using one-shots, have camera **move to here**.
  - Then camera **orientToUpright**
  - Camera move up 1.0
  - Camera move right 6.0
  - Camera turn left 0.25
  - Use purple arrows to adjust view.



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## Class Today

- Continue writing procedures with parameters
- Moving between camera views



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